LEGO Tutorial Notes (PC)

These are some observations I made whilst playing just 1 tutorial and part of another. I was not testing the game in any way, but simply playing as a user.

Digging Basic (completed)

The start of level has a game paused text message, although technically correct, I think it looks out of place.

The text used in the tutorial boxes uses different terminology from the context sensitive pointer messages. E.g The tutorial text says it is over 'soft rock' but the pointer text says 'loose rock' this inconsistency may lead the child to think there are both 'soft and loose rock' instead of just the one.

I noticed that I had 15 crystals already at the start of the tutorial before digging etc.

The zoom in and out icons are not representative of the magnifying glasses they should be, both colour and proportion of handle to glass is wrong.

The tool store SFX does not play in time with the animation at the start of the level.

The click here sign, should animate/move up&down to really draw your attention to it.

There was not enough time for me to read all the text messages, particularly the part about drilling, a young kid would have little chance.

Another inconsistency is that the mouse pointer icon is different from tutorial text, when referring to 'drill a wall' and 'dig a wall'. If the text says click on the drill icon, the kid would not find one that says 'drill icon'.

When I was asked to click on the 'back icon', it was not obvious which one that was. Even though it glows a little, it is quite subtle and easily missed at first.

At the end of the tutorial it should say hit 'space bar' to continue rather than hit 'space'

Moving Basic (partially completion)

It says 'select one of the rock raiders' but it does not explain how to and if it did I never noticed it.

The camera angle that is used when asked to click at the 'click here' icon is very misleading. You first end up clicking on the roof of the caves before having to rotate the camera to see the rock face.

The text asked me to click on the ground, I did so even though there was no 'click here' icon and nothing happened.

I notice that the context sensitive mouse pointer changes even though I cannot perform that task in the tutorial. E.g if cursor is over rubble, the rubble clearing animation comes on even though no one will clear it.

General Comment:

I am not convinced that the tutorial actually taught me about the game, I felt as if I was completing a level rather than learning the meaning of things.

Also, in my opinion the text is not easy and friendly for a child to easily comprehend.